

You defeated the Evil Overlord!

...now what?

Answer worldbuilding questions together:

- (1) What'd the Evil Overlord do to the people?
- (2) What were they about to do?
- (3) What's the stronghold like?
- (4) Who are the:
 - (a) Chief Minions
 - (b) Key Stronghold Staff
 - (c) Representatives of the People?
- (5) What do they want?

Your Goals:

- Kill/convert the minions
- Stop/reverse the evil plans
- Establish a stable government

You are a hero. You can do anything.

Play

Get a deck of cards. (If >3 players, add 17 cards per non-GM player).

Each player takes 3 cards. Don't look at them. These are your Extra Effort, which changes an outcome, but doesn't ensure success.

The remaining deck determines success/failure. When you act, turn the top card over.

Black: Success!

Red: Failure!

Joker: PLOT TWIST!

The greater the number/suit, the more intense the outcome.

Don't like an outcome? Use Extra Effort. But! No take backs.

Never shuffle the discard pile back into the deck. When the cards run out, the heroes are ousted.

Fighting

Everyone draws a card face down. Narrate what you want to do. Flip card for outcome.

Shuffle the fight cards into the deck.

GM

Frame conflicts, be NPCs, narrate outcomes/ending. Don't draw cards.